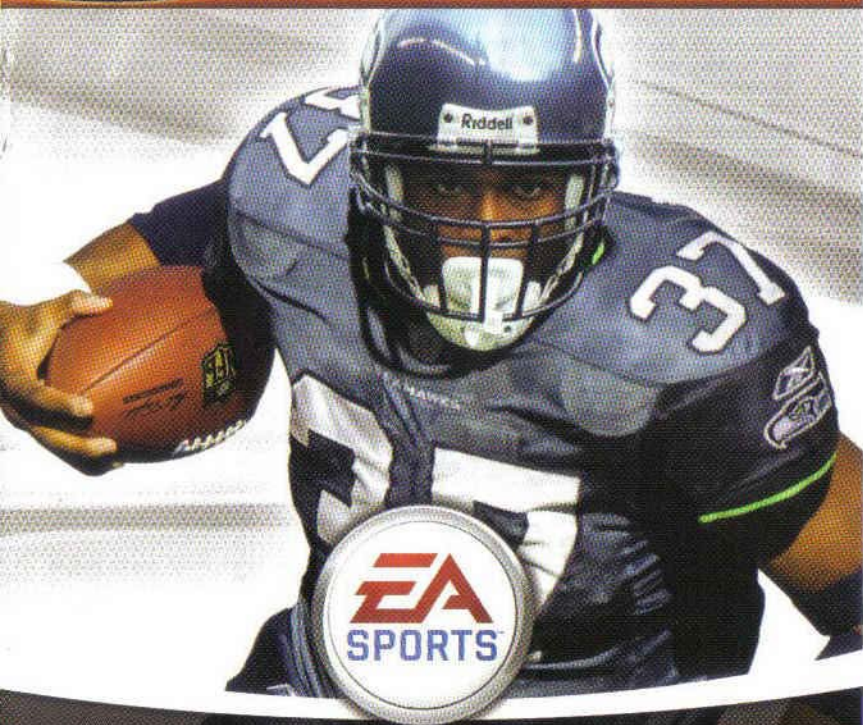


XBOX

<http://www.replacementdocs.com>

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MADDEN 07



ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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WWW.EASPORTS.COM

COMPLETE CONTROLS



ALL PHASES

Move your player	L
Flip play at the line of scrimmage	X then Y
Sprint/Shove	A
Play art	R
Coach's cam (Unavailable online)	L
Call an audible (before the snap)	X then X , A , B , L , or R
Cancel audible (before selecting a play)	Y
Reset original play (after calling an audible)	X then Y
Call timeout	Y

OFFENSE

PRE-SNAP ADJUSTMENTS	Snap ball	A
	Switch direction of a running play	RT ←→
	Change primary receiver's route	R in any direction
	Change primary receiver/ Lock on to receiver	R (pull and hold) + receiver's button
	Call a Hot Route	Y then the button of the receiver, then: <ul style="list-style-type: none"> ↑ for a fly pattern ↓ for a curl pattern ← for an in/out pattern → to run smart route L/R for a left/right slant pattern
	TIP: Customize your Hot Routes in the My Madden Coaching Strategy menu.	
	Send a player in motion	LT to highlight eligible player then RT to send that player in motion

Slide offensive line protection

○ then:

- ⬆ to spread the offensive line
- ⬇ to pinch the line
- ⬅ to shift blocking left/right

TIP: Use this to stop the blitz. If the blitz comes up the middle, pinch your line in tight to block the rushing lanes.

Quiet crowd

L (click)

Formation shift

○ then ○

Fake snap

R (click)

NEW Highlight Stick

R ⬆ power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler

R ⬇ Back juke

R ⬅ Big juke left/right

NEW Double Moves

R ⬅ then quickly ➡ or vice versa; or L then quickly R or vice versa

NOTE: Double Moves are only possible for the most agile ball carriers.

QB or wide receiver slide/Dive

X (tap)/X (hold)

Spin

B

Cut move left/right

L/R

Stiff arm left/right

○/○

Look left/right

R ⬅

Precision Passing

L or ○ as you release the ball to lead the pass in a certain direction

Throw the ball

Y, X, B, ○, or ● (tap button for lob pass; hold button for a bullet)

Activate Playmaker Passing to guide closest receiver

R (click) then R

Throw ball away

L (pull lightly)

Call for ball

L

NOTE: This feature only works when playing with a teammate in a multiplayer game, and in Superstar Mode when playing as a wide receiver, tight end, or running back.

Pump fake

R (pull and release)

Control intended receiver

B (while ball is airborne)

Dive for pass

X

Catch

Y

Swat

L/R

NEW LEAD BLOCKING CONTROLS

You can begin any running play as the lead blocker (press B to select a blocker before the snap). After you open a big hole through the line, press B to switch to the runner and run to daylight.

NOTE: Fine tune the blocking controls to your liking in the Blocking Controls section of the My Madden Gameplay Settings menu.

Impact/Cut block

R ⬆/⬇

TIP: Be careful, if you whiff on a block, your running back will pay the price.

Turn block left/right

○/○

Pull/Hold defender left/right

L

Diving block

X

Jump

Y

Change blocking assignment before the snap

Y, then press the button of the running back or tight end whose passing/blocking route you want to change. Then pull the L/R to change the assignment left/right.

Spike ball (to stop the clock)

B (Hold)

Fake spike trick play

X (Hold)

No huddle/Hurry-up offense

Y (Hold) to repeat previous play

Instant replay

L + R (before Playcalling screen appears)

DEFENSE

Choose a player to control

A or B (tap) or A or B (hold) + ○ to select a player in a certain direction

View individual assignments

R (click)

Defensive Playmaker

Highlight a player then move R:

⬆ to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone

➡ to blitz/➡ twice for QB contain blitz

⬅ to go into QB spy coverage (orange)

➡ to play a flat zone (light blue)/➡ twice to play a curl zone (purple)

Defensive line adjustments

○ then ○:

⬆ to spread the defensive ends outside the tackles

➡ to move the line in tight between the tackles

➡ to shift the line left/right

○ then move R:

⬇ to make line crash in

⬆ to make line rush to the outside

➡ to make line crash left/right

○ then L to reset the shift

Linebacker shifts

- then ○:
 - ↑/↓ to spread linebackers out/move them in tight
 - ← to shift linebackers left/right
- then move ○:
 - ↓ to blitz all linebackers
 - ↑ to call off all linebacker blitzes and put them into hook zone
 - ←/→ to blitz the right/left outside linebacker
- then L to reset the shift

Coverage audibles

- Y then ○:
 - ↓/↑ to put DBs into press/loose coverage
 - ← to show blitz
 - to shift the safeties and linebackers into better position to cover their assigned man
- Y then R to disguise your coverage by sending your defenders back to their default positions (as seen on the Playcalling screen)
- Y then L to reset coverage

Shade safeties

- Y then move R to shade the safeties' zone coverage to the left/right/up/down

Change individual matchups

- Y then the button of the offensive player you want to match up against, then ○:
 - ↓/↑ to bump/play off the receiver
 - to double team the receiver with the highlighted defender

Pump up crowd

- (click)

Control player nearest to the ball

NEW Commit to the run/pass

- B immediately after the snap of the ball to commit to:
 - ↑ a pass
 - ↓ an inside run
 - ← a run to the left/right

NOTE: Committing to a play is the ultimate risk/reward situation. If you commit to the wrong play, odds are the offense will take advantage in a big way.

Unleash the Hit Stick

- (in any direction)

Dive

- X

Jump/Intercept/Hands up (while rushing QB)

- Y

Strip ball (when not engaged)

- /C

Rip/Swim/Spin (when engaged)

- L/R

Swat/Strafe (when not engaged)

- L/R

Rip/Swim move (when engaged)

- L

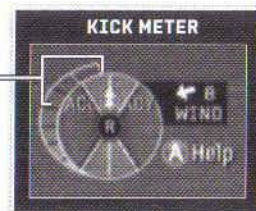
Swat Ball (when engaged)

- Y

KICKING OFF AND PUNTING

The new Kick Meter gives you precise control of every kick.

1. Move L to aim the kick.
2. Move R to start the Power Meter.
3. When the Power Meter reaches this area, Move R to kick the ball.



KICK RETURNING

Switch players

B

Fair catch

Y

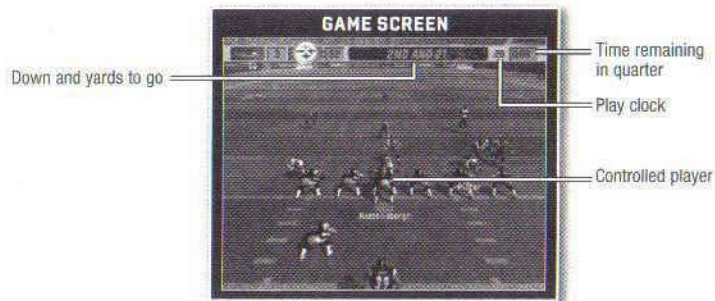
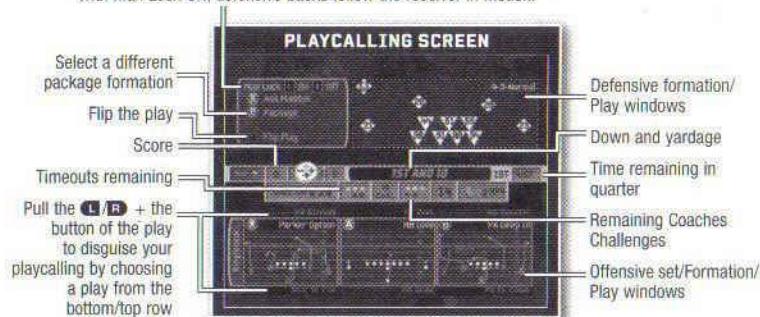
Touchback

Remain in the end zone

PLAYING THE GAME

Be sure to check out the Madden Tutorials on the Main menu to get up to speed on the new features.

With Man Lock OFF, defenses give the appearance of zone coverage by not following receivers in motion. The coverage switches based on where the receiver lines up. With Man Lock ON, defensive backs follow the receiver in motion.



SAVING AND LOADING

You can save profiles, online and regular rosters, Superstar: Hall of Fame and Franchise Mode progress and spawned files, settings, instant replays, and tournaments to your hard disk or Xbox memory unit (MU). If roster, profile, or settings files are present on your hard disk or MU, they are auto-loaded during the initial boot-up. Rosters and settings are set to load the first ones found, while User Profiles load the first three found. Turn Autosave on from the Save screen.

NOTE: Never disconnect controllers or insert or remove an MU when loading or saving files.

FRANCHISE MODE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades.

To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, set a trade deadline, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Pay attention to a player's rating, age, and required cap room.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge.

Training Camp—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season—You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Owner Mode Off-Season—Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy while making sure you aren't losing money.

Off-Season—There are 11 steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

Spawn games are games you save then play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned files attached to it become unusable.

FRANCHISE MENU

Keep track of everything going on around the league and with your team.

Gameplan

Get all the information you need to prepare for your upcoming game, including key plays and opposing players to watch.

Storyline Central

Stay on top of the league and your team by reading newspapers, reviewing e-mails, and listening to Tony Bruno's radio show.

Rosters

View team rosters and make all player movements and transactions.

My Franchise

Review the Madden Cards you've earned and what it's going to take to earn more, set the coaching, gameplay, and system settings for your franchise, and save your progress.

Owner's Box

Keep an eye on the balance sheet while you set prices. Fan support, attendance, and other details can maximize your earnings.

NEW NFL SUPERSTAR: HALL OF FAME

Create an NFL Superstar and guide his life from pre-draft workouts through his entire career, and hopefully all the way to the Pro Football Hall of Fame in Canton. If you play your cards right, you could land a movie role, an endorsement or two, and some other nice perks along the way.

CREATING YOUR SUPERSTAR

You'll be able to set yourself up for success all the way from the beginning by selecting the perfect set of DNA. Look for the right set of parents for the type of player you want to become. Next, fill out your personal information and choose your build—make sure you pay attention to the Appearance bar on the bottom of the screen when creating your build.

NOTE: You can get a head start by importing a player you've already created from NCAA® Football 07.

MY APARTMENT

Your apartment is where you'll find everything you need to navigate your way around the NFL. From checking cellphone messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you'll need all of them to be successful.

BECOMING A HALL OF FAMER

You work your way towards the Hall of Fame by gaining influence throughout your career by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in the Hall of Fame.

GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence. For example, quarterbacks gain influence by completing passes, throwing touchdowns, etc., and lose influence by throwing interceptions, getting sacked, etc. You also gain and lose influence for what your teammates do while you're on the field. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The new Playcalling screen shows the play the coach has selected and your Superstar's key stats for that game. You are not able to select your own plays.

ROLES

You earn position-specific roles based on different factors like career stats, career influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your influence, the more drastic your effect on others.

EGO

Your ego comes into play when determining roles and influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner, negative ego by answering questions selfishly. Extreme positive and negative egos affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsements opportunities.

NEW NFL NETWORK MODE

The new NFL Network mode is a great way to master certain plays and see how complicated NFL plays come together. Sterling Sharpe walks you through and breaks down three plays from each offensive and defensive playbook. Once you practice the plays and know them inside and out, you can unleash them on unsuspecting opponents.

XBOX LIVE®

Thanks to online gaming, a great match-up is always waiting for you any time of any day.

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TAKE MADDEN NFL 07 BEYOND THE BOX

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE MADDEN NFL 07 CONTENT


If you are an Xbox Live subscriber, you can download the very latest rosters to your Xbox console.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

PLAYING ONLINE

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

NOTE: You can mute yourself with  (click).

MY MADDEN

Keep track of all your Madden Cards and stats, and set your strategies and settings. Some portions of My Madden are described below.

Coaching Strategy

Set your audibles—including formation-specific audibles—create custom Hot Routes, and devise formation packages to keep the opposition guessing.

Gameplay Settings

Most of the gameplay settings are self explanatory or are explained on-screen. The rest are described below.

GAME


Coach Mode: Call the plays, audibles, and pre-snap adjustments, and then watch the CPU execute your call. You have no control of your players with this on.

Pre-Existing Injuries: Players begin the first season with the same injuries as their real-world counterparts.

Madden Challenge: Earn tokens for completing in-game tasks (single-player games only).

CUSTOM GAME

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

QB Vision: When set to OPTIONAL, you can turn on QB Vision by moving  after the snap or locking on to a receiver before the snap.

Auto Pass: Enables your QB to make plays when you don't control him.

Auto Strafe: Automatically strafes your defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.

Pre-Play Instructions: Allows you to turn the pre-play instruction menus ON or OFF.

LIMITED 90-DAY WARRANTY

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US 1 (650) 628-1900

EA Warranty Mailing Address

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